

Jason Gwon

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EDUCATION

Bachelor of Science in Computer Science

College of Science and Engineering, University of Minnesota - Twin Cities

Expected Graduation: December 2024

Minneapolis, MN

SKILLS

Programming Languages: Java, C, C++, Python, OCaml, HTML, CSS, JavaScript, TypeScript, SQL, Assembly, Dart, OpenGL
Shading Language, Linux

Frameworks/Tools: Node.js, Express.js, Figma, PUG, Flutter, GitHub, Visual Studio, Microsoft Office

Others: Software Engineering, Full-Stack Development, User Interface Design, User Experience Design, Troubleshooting, IT Support

Foreign Languages: English, Korean

EXPERIENCE

Information Technology Support Specialist

University of Minnesota Office of Information Technology

Minneapolis, MN

April 2024 – Present

- Collaborated with specialized teams to troubleshoot a variety of technology-related issues over the phone, chat, and email for University of Minnesota customers, ensuring efficient problem resolution
- Utilized diverse technologies such as TeamDynamix, NTS Service Gateway, Citrix Workspace, BeyondTrust, Webex, WhenToWork, Slack, and Zoom to proficiently resolve technology issues, thereby enhancing customer satisfaction

Software Engineer

GenXCapital

Birmingham, United Kingdom

December 2023 – Present

- Spearheaded the development of a statistical arbitrage software utilizing Natural Language Processing for market signal identification which enhances equity research, FX trading, asset management, and risk assessment capabilities
- Orchestrated the development, maintenance, and user interface design of the company website, ensuring an exceptional user experience and flawless communication of services and offerings

Co-Founder

Korean Computer Science Student Organization

Minneapolis, MN

September 2023 – April 2024

- Orchestrated teams in organizing impactful events, promoting a collaborative learning environment within the Korean computer science community, resulting in increased engagement and knowledge sharing
- Accelerated and curated a comprehensive database of resources, amplifying access to academic tutorials, internships, and career opportunities

Information Technology Specialist

Republic of Korea Marine Corps

Incheon, Republic of Korea

August 2022 – July 2023

- Administered technical support requests, proactively diagnosing and rectifying system and technical issues, ensuring uninterrupted operational continuity
- Initiated supplier-conducted technical inspections, leading to timely repairs and minimized downtime, maintaining optimal operational efficiency

Military Intelligence Management System Specialist

Republic of Korea Marine Corps

Incheon, Republic of Korea

January 2022 – August 2022

- Accomplished a key role in collaborating with a cross-functional team to develop and implement innovative solutions, resulting in a significant reduction in system downtime and notable enhancement in operational efficiency
- Contributed to the improvement of system reliability and efficiency, advancing a more robust and secure military intelligence framework

PROJECTS

Food Near U (Academic Project)

January 2024 – April 2024

- Conceptualized and designed "Food Near U," a user interface design milestone team project for locating nearby food options for the University of Minnesota students
- Utilized Figma extensively for prototyping and iterative design enhancements based on comprehensive user feedback

Personal Website (Personal Project)

January 2024 – February 2024

- Architected a personal website featuring intro, about me, experience, projects, resume, and contact information
- Crafted a user-friendly interface and attractive design through flawless integration of HTML, CSS, and Python

Spotify Playlist Generator (Personal Project)

November 2023 – March 2024

- Spearheaded Python Spotify Playlist Generator, utilizing Spotify API for personalized playlists with up to 10 artists
- Orchestrated flawless web app integration, highlighting expertise in API interaction and continuous development

Microblogging Platform - InstaX (Academic Project)

October 2023 – December 2024

- Designed and demonstrated InstaX, a microblogging platform using Express.js, PUG, and MySQL
- Implemented features such as post sorting, user authentication, profile picture uploads, and dark mode

WhereTo (Personal Project)

August 2023 – October 2023

- Demonstrated a web service for visa sponsorship information, improving accessibility for international students
- Utilized HTML, CSS, and Python to enhance user experience and functionality, ensuring optimized performance across platforms